TRANSFORMERS™

REVENGE OF THE FALLEN™

ACTIVISION®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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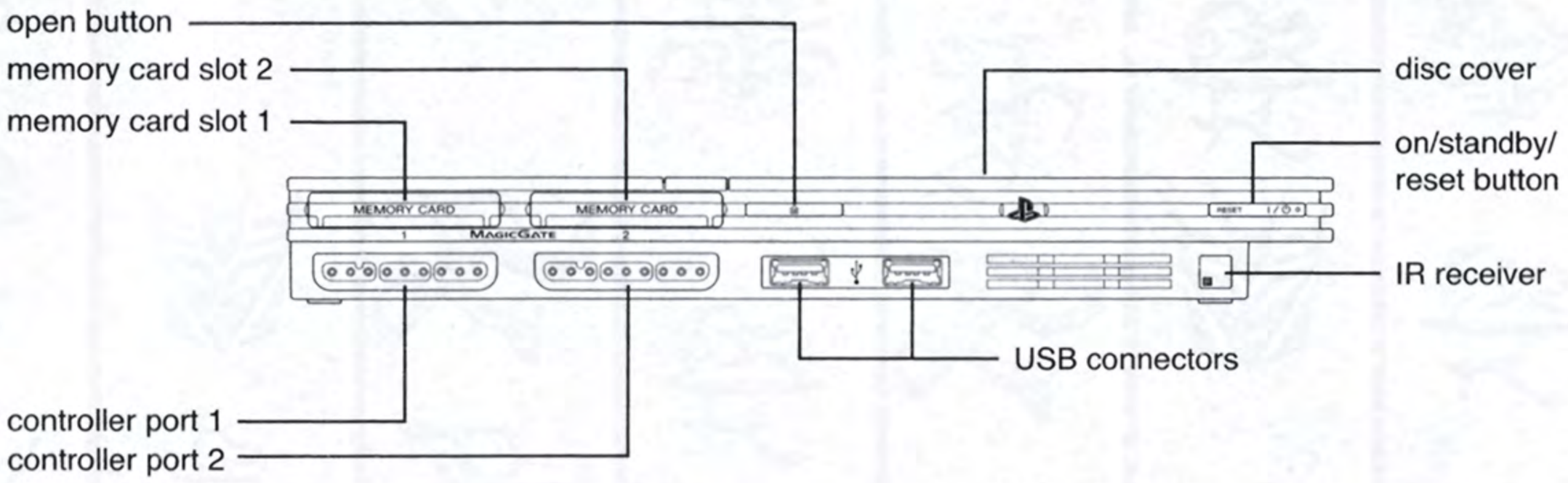
GETTING STARTED



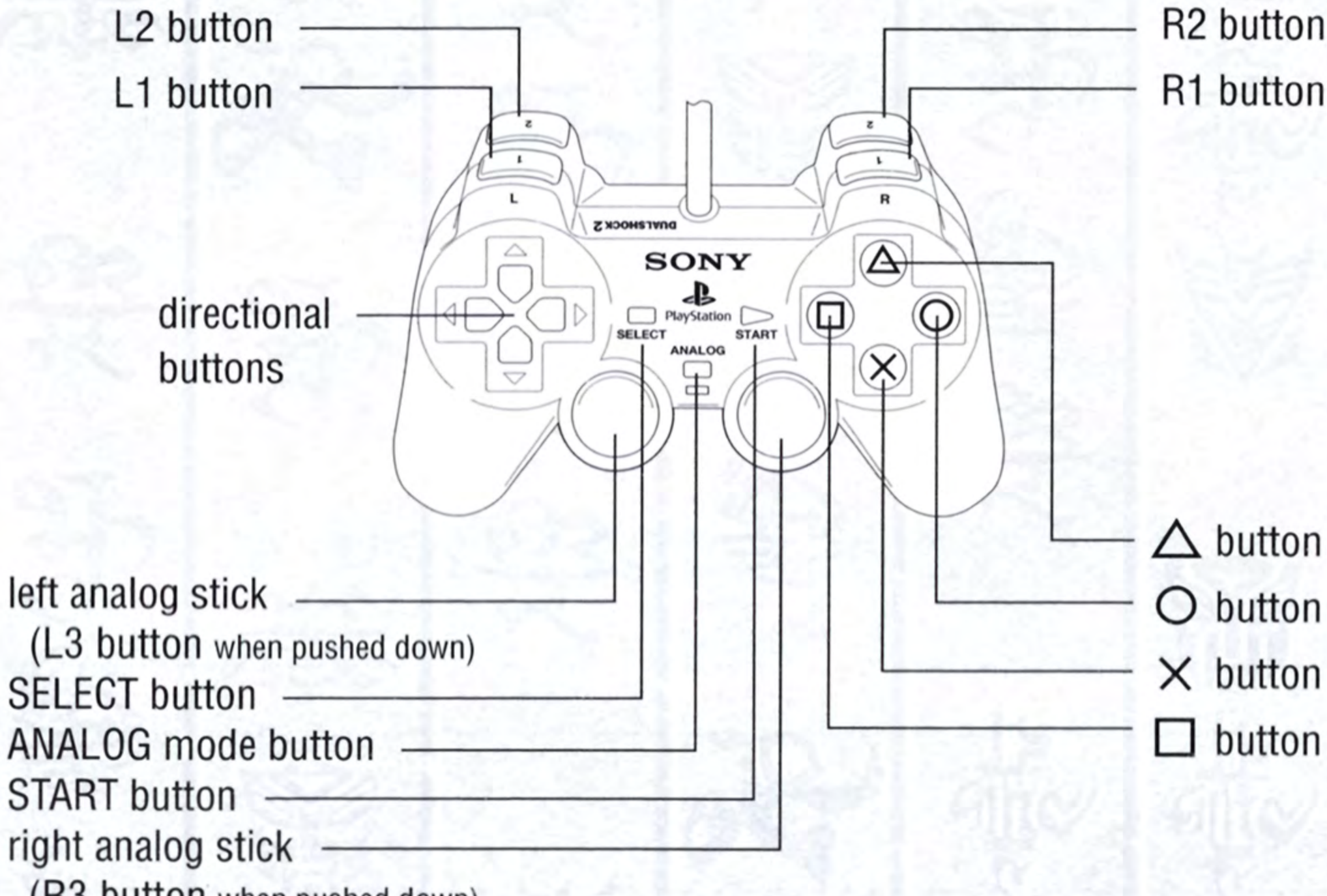
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *TRANSFORMERS™: REVENGE OF THE FALLEN™* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the ⬆ and ⬇ directional buttons to navigate. Highlight the desired option and press the ⊗ button to accept. To select a menu option, follow the on-screen button prompts and press the ⊗ button to accept and the ▣ button to go back. *TRANSFORMERS™: REVENGE OF THE FALLEN™* supports the DUALSHOCK®2 analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

STORY

In the two years since the defeat of their leader MEGATRON™, the DECEPTICONS™ have quietly gathered strength. Despite infighting, they've rallied behind the treacherous, but ambitious STARSCREAM™.

Meanwhile, the AUTOBOTS™ have formed a secret alliance with NEST—a covert human military faction—helping them hold the DECEPTICONS™ at bay and maintain peace.

But now this peace is threatened with a massive DECEPTICON™ attack in Shanghai, China. Well-organized and with powerful new reinforcements, this DECEPTICON™ strike is deadlier than anyone anticipated. AUTOBOT™ and NEST intel suggest the DECEPTICONS™ are motivated by a new master plan—one involving destruction on a truly global scale.

DECEPTICONS™ and AUTOBOTS™ are deadlocked in an epic war across the globe. This stalemate cannot last. One side must win.

The fate of humanity and planet Earth hang in the balance.

ROBOT CONTROLS

Movement	Button
Walk/Run	left analog stick
Block Attach (Push/Pull) Hack (Mini-game)	◉ button
Jump	⊗ button
Aim	right analog stick
Power Up Attack	⬆ on the directional buttons
Energize	L1 button
Special Attack	⬇ on the directional buttons
Repair	R1 button
Primary Fire	R2 button
Secondary Fire	L2 button
Evade	left analog stick + ◉ button
Light Attack	▣ button
Two Hit Light Combo Attack	▣ button (2x)
Three Hit Light Combo Attack	▣ button (3x)
Heavy Attack	△ button
Two Hit Heavy Combo Attack	△ button (2x)
Three Hit Heavy Combo Attack	△ button (3x)
Prone Attack	△ button

ROBOT CONTROLS (cont'd)

Movement	Button
Jumping Prone Attack	✕ button, ■ button / ▲ button
Knock Up	■ button (2x), ▲ button
Shield Break	▲ button, ■ button
Area Attack	■ button, ▲ button (2x)
Stun	▲ button (2x), ■ button
Pause	► START

VEHICLE CONTROLS

Movement	Button
Steering	left analog stick
Brake	■ button
Aim	right analog stick
Convert	↓ on the directional buttons
Primary Fire	R2 button
Accelerate	✕ button
Secondary Fire	L2 button

FLIGHT CONTROLS

Movement	Button
Movement	left analog stick
Afterburner	✕ button
Aim	right analog stick
Energize	L1 button
Robot Mode Attack	↓ on the directional buttons
Repair	R1 button
Primary Fire	R2 button
Knife Edge	■ button + left analog stick
Barrel Roll	● button + left analog stick
Secondary Fire	L2 button

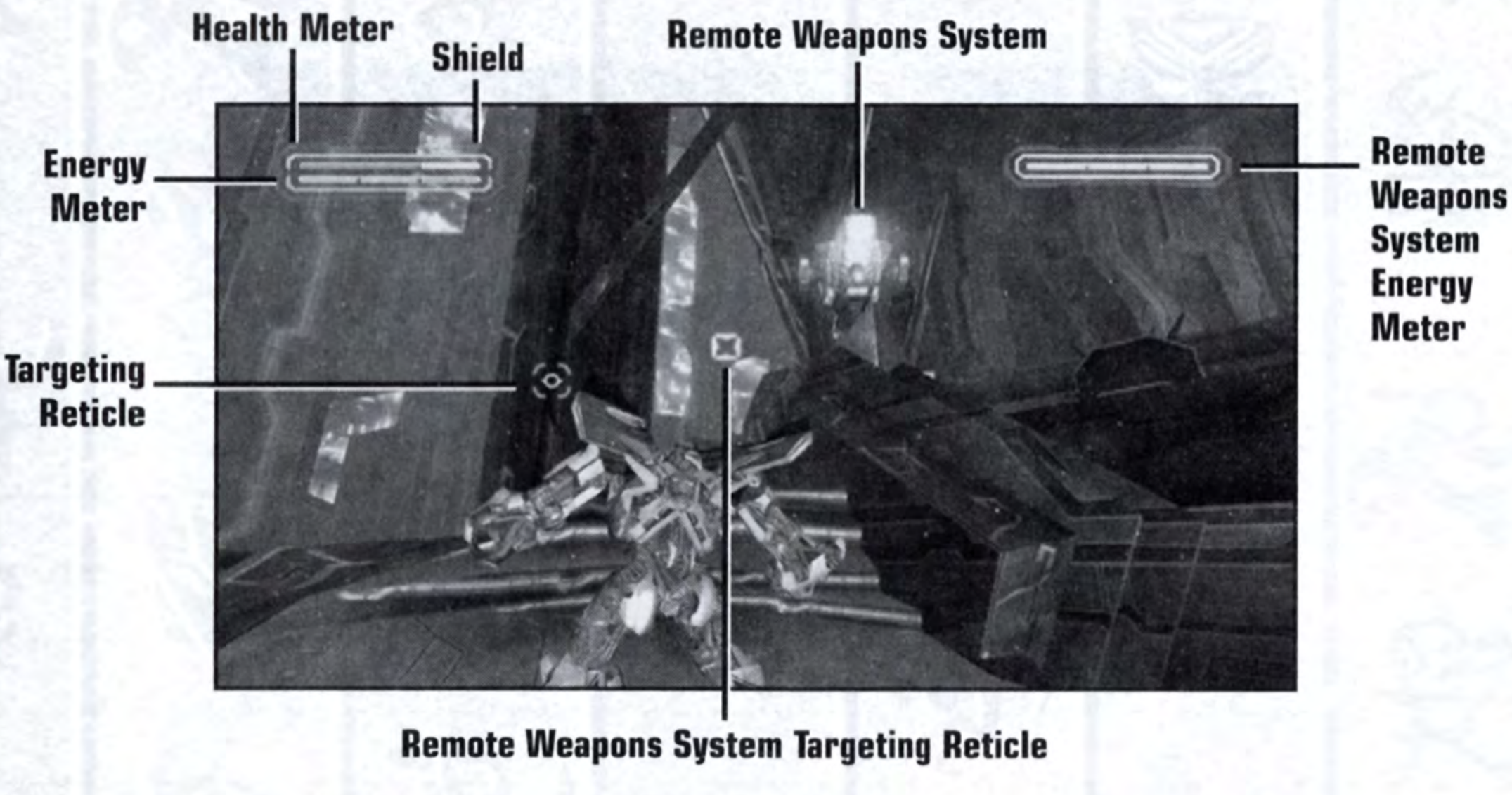
REMOTE WEAPONS SYSTEM

The Remote Weapons System is a hovering weapons system controlled by a cooperative player. The Remote Weapons System can be entered into or taken out of gameplay at any time.

REMOTE WEAPONS SYSTEM CONTROLS

Movement	Button
Remote Weapons System On/Off	► START
Aim/Movement	left analog stick
Magnifier Beam	⊗ button
Energize	L1 button
Nuke/Shockwave	◉ button
EMP	▣ button
Primary Fire	R2 button
Shield	L2 button

SCREEN DISPLAY



Health Meter – Displays your remaining health. When the meter is drained you'll be defeated.

Shield – Displays your remaining shield. When the shield portion of the health meter is drained you'll be vulnerable to attacks. When the health is at full and you're not being attacked, the shield will recharge.

Energy Meter – Displays your remaining energy. Your energy meter drains by using your secondary weapons, performing special attacks, repairing your health, using powered up attacks, and providing energy to your remote weapons system. When the meter is fully drained, you'll have to wait for it to recharge. Be aware that it will not recharge to its full capacity, so keep an eye out for energy canisters as they will also replenish your energy.

Targeting Reticle – This shows where your shots will be aimed.

Remote Weapons System – This is the co-op player.

Remote Weapons System's Energy Meter – Displays the co-op player's energy. Their energy meter drains by using their weapons and giving you energy.

Remote Weapons System's Targeting Reticle – This shows where the co-op player's shots will be aimed.

SAVING AND LOADING

To save a game you'll need at least 50KB of free space available.

ARENA MODE:

Three areas can be unlocked that stage TRANSFORMERS™ Arena Battles. Existing purely as a 2 player experience, the Arena Mode pits 2 co-op players against waves of enemies.

Players will choose two TRANSFORMERS™ characters from both factions (AUTOBOTS™ or DECEPTICONS™) to battle against waves of enemies.

After a wave of enemies has been defeated the next wave is sent out toward the players. Progress through the waves is noted at milestone points throughout each arena.

CO-OP GAMEPLAY:

Remote Weapon System introduces an incredibly fun gameplay that is unique to 2 Player Mode without impacting the fun of 1 Player Mode. Player 2 has access to a range of Attacks, Defenses, and Special Abilities. Player 1 and 2 can also combine skills to create unique 2-player moves with devastating consequences! Note that Player 2 does not control the character's movement, (this is solely Player 1's role), but is in fact their own entity with the ability to control their own targeting. This allows single player cameras to remain optimal and unaffected by the inclusion of a second player.

DECEPTICON™ and AUTOBOT™ Remote Weapon Systems possess several different abilities. Whether you are playing as AUTOBOTS™ or DECEPTICONS™, both offer a range of offensive and defensive options.

To activate the second player, you must press ▶ START on the second controller.

GAMEPLAY TIPS AND STRATEGY

Special Attack – Press the special attack button to perform a powerful attack that damages any enemy in your surrounding area. This is very useful when being overrun by a swarm of enemies. Be aware that this will utilize a large portion of your energy, use it wisely.

Power Up Attack – Press the power up attack button to super charge your character giving them more attack power and invulnerability for a small period of time. Be aware that this will utilize a large portion of your energy, use it wisely.

Energy Canisters – Be on the lookout for energy canisters. These will help you to replenish your energy when it is low.

Repair – Replenish your health meter by pressing the repair button. Be aware that this utilizes energy, use it wisely.

Player One Energize – When your energy is low, the remote weapons system can help. If they press their energize button, your energy will begin to fill up. This will utilize their energy, so make sure they use it when you need it most.

Remote Weapons System Energize – When the remote weapons system's energy meter is low press the energize button to replenish their energy with your energy.

Charged Secondary Fire – Holding down the secondary fire button will charge the secondary weapon, as the weapon charges the targeting reticle will highlight in the four chambers. The longer you hold down the secondary fire, the stronger the firepower will be when it's released. Be aware this will utilize your energy; use it wisely.

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Internet: http://www.activision.com/support

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